

Legend of the Shepherd

You have rescued poor lost calves and dire beasts, taken herds to the greenest pastures, raised wyverns from the egg, and guided lost souls through Hades and back to life.

You are becoming a Legend as a Guide, a Shepherd, a Finder of Paths.

Gain the Perk: **Fertility**, Flocks under your care increase in numbers 25% faster than normal. This perk can be enhanced.

Gain the Perk: **Elder Serpent's Tongue**, letting you converse with monsters and legendary creatures in their own languages.

Gain the Perk: **Follow Me!** When leading armies or herding animals, your voice and intent carry to all those around you within 1/4 mile. Any benefit that you give to your herds/troops will also have this area of effect. This perk may be enhanced.

You have the **Tracking** and **Pathfinding** skills.

Name:	Rolly	Lord of Ducks, Roland Dragonlord,
Class	Contract Worker: Heroic Shepherd	(+5 CHR, +5 PER, +5 WIS)
Level	16	63000/73000 needed for Level 17
Race	Draconis Titanae	
Heritage	Spawn of Typhon	(+5 Con, Thick Scales: +100 Universal Mitigation, Monstrous Royalty
Legend	The Shepherd	
Role	Helpful Shepherd	
Quest: <i>Stinky Cheese Part 2</i>	The Shepherd is glad to help you milk a few Sedge Beasts for a bucket of Sedge Milk.	
Quest: <i>Wispy Cotton</i>	Sometimes the Milkweed plants spread Wispy Cotton in the willows and brambles. Gather it up and take it to the Seamstress for a reward.	
Quest: <i>Just a snack...</i>	The Shepherd in the fields hasn't had lunch today, but is busy looking for a lost animal. Reward: Another quest.	
Quest: <i>Oh, and Squirmie is hungry too!</i>	Squirmie is hungry and needs food! Reward: You guessed it, another quest!	
Quest: <i>Hungrier than that...</i>	You really underestimated how much Squirmie can eat! Reward: <i>10 Pet Snacks.</i>	

Quest:
Finding a Pet After getting a few snacks for the Shepherd and Squirmie, they have a secret mission for you: Find a lost and lonely pet that fell into a terrible dungeon. Make sure to take those tasty *Pet Snacks* with you.

Vitals	Base (200+200 per L)	Perks and Gear	From Stats	Total
Health	3400	600+2200+1740+500	1600+2870	12910
Stamina (x3)	10200	1500	6720+6150	24570
Mana	3400	500	8160	12060

Stat:	Tier 4 Base	Rank	Cap	Experience	Bonuses	Total
STR (+50 Health, +70 Stamina)	32	0	5	0		32
DEX	37	0	5	0		37
AGI	40	0	5	0		40
CON (+70 Health, _50 Stamina)	41	0	5	0		41
INT (+80 Mana)	29	0	5	0		29
WIS (+80 Mana)	46	0	5	0		46
CHR (+80 Mana)	27	0	5	0		27
PER	34	0	5	0		34
LIF (+100 Health)	30	0	5	0		30

Magical Items	Description
Ring of the Duck Lord	The wearer of this ring may communicate with water fowl of all types and many other avians, as Duckish is a popular language. Swimming and diving in the wearers normal form is enhanced and limited flight is available via transformation.
Everham	A 10 lb. cured ham that never goes bad, and regenerates every day.

Ram's Horn	Greatly enhances commands given to animals that can hear the call of this horn.
Bloody Ghouls Teeth (eaten)	The wearer gains +20 Damage to slashing and piercing attacks.
Gauntlets of Gauderang the Vile (eaten, shared)	(1/2 eaten. Shared with Squirmie.) +25 Acid Mitigation, +10 to Thick Scales
Legendary Crook of the Pathfinder	<i>Pathfinding, Bridge Over Troubled Waters, Light Hearts make for a Fast Journey</i>

Enhancement:	Description	Next Rank	Cost
Bond Creature	Creates a close bond between the Shepherd and another creature.	Bond Creature 2	25
Symbiotic Bond	The closeness of your bond to a creature produces a synergy bonus when you both have the same enhancement equal to 1 extra rank per 3 purchased, rounded up. Gives a chance for learning additional skills shared by one of creatures to the other. Where a rank is followed by a second number in parentheses, the second number is adjusted rank.	Unique	Unknown
Increased Health 4 (6)	+800 Health (+2200 Health)	Increased Health 5	25
Mitigation 4 (6)	You take less damage from physical attacks. Total of 100 mitigation (Total of 210 Mitigation.)	Mitigation 5 (7)	30
Grasping Claws 4	Your sharp claws allow you to cling to a surface and skitter at full speed, including ceilings.	Grasping Claws 5	15
Camouflage 4 (6)	Blend into the background, effectively lowering the perception of anyone searching for you by 5xRank. (-30 to Perception.)	Camouflage 5	25
Natural Melee Damage 4 (6)	Increases the damage of your teeth, hooves, claws, and talons by +100 (+210)	Natural Melee Damage 5	30
Endless Breath 4	You do not need to breath for an hour of normal activity. Minor Hostile atmospheres don't bother you. (Very hot, sulfurous, slight poison etc.)	Endless Breath 5	10

Shapechanger 4 (6)	Change your appearance to that of another creature type that you have seen. Size change of up to 100% bigger, 50% smaller.	Shape Changer 5	10
Identification 3	Gives information on an item or creature of levels 11-15, and Tier 3 magic items.	Identification 4	10
Jumping Jack 3	You may leap four times your normal distance.	Jumping Jack 4	4
Night Vision 2	Gives monochromatic vision to a distance of 60' when there is at least some light.	Night Vision 3	4
Unnoticed 2	No one cares about servants and minions. You have a stealth like skill that makes you un-noticed in normal settings when doing nothing out of the ordinary. This includes packing weapon or casting spells. May work on Tier 3 creatures. Flawless vs Tier 1 and 2.	Unnoticed 3	5
Pack Hunter 3	+60 damage vs elite monsters when in a group.	Higher Hunters Guild Needed	Unknown

Perk	Description
Heroic Journey: Like Odysseus, Ulysses, Sparrowhawk, and Samwise, you have completed a Heroes Journey and the experience pushes you forward.	Current: +4 to all Stats. Increases by Tier.
Milestone Reward: Monstrous Fortitude (WIS and CON)	Pain is something you notice and shrug off. Wounds will never cause you to hesitate. Add +20 health for each point of WIS or CON.
Milestone Reward: Persistent Casting (WIS and DEX)	If you choose to, you may continue the same spell that you cast the previous round, and the mana or stamina cost is halved.
Milestone Reward: Active Dodge (WIS and AGI)	When you are aware of an opponent, and focusing on them, you receive +80% to any defensive evasion skill as long as you are not attacking or casting spells. If attacking

	normally, you may focus upon 1 enemy, and you receive a +30% bonus to defensive evasion skills vs that opponent.
Milestone Reward: Big Boned (CON and DEX)	Your bones and claws are nearly unbreakable. Add + 25 to damage done with natural weapons, and +25 mitigation to physical attacks.
Milestone Reward: Tough side of Town (CON and AGI)	You know how to dodge, and know how to take a hit. +600 Health
Milestone Reward: Sure Footed (AGI and DEX)	Like some of the beasts you heard, you never lose your footing, even on steep and slipper slopes, walking a tightrope, riding a fast flying dragon, or keeping your balance while rolling a log in the middle of a river. You have the Tumbling skill. Falls have little effect upon you. Ignore the first 100' that you fall, and you always land on your feet like a cat.
Milestone Reward: Trifecta	+500 Health, Mana, and Stamina
Milestone Reward: Quadratic	Your magical items gained as rewards are now bound to you and will not be lost through death.
Perk: Elder Serpent's Tongue	Allows you to converse with monsters and legendary creatures in their own languages.
Perk: Follow Me!	When leading armies or herding animals, your voice and intent carry to all those around you within 1/4 mile. Any benefit that you give to your herds/troops will also have this area of effect. This perk may be enhanced.
Perk: Fertility	Flocks under your care increase in numbers 25% faster than normal. This perk can be enhanced
Perk: Cat's Ears	Your hearing is sharper than normal, and equal to a large jungle cat.
Perk: Hunter's Slyness	Your scent is masked from both other hunters, and your prey. High Perception can negate this.
Perk: Perk: Dig 4	Dig at ten times the normal rate creating tunnels that don't cave in.
Perk: Perk: Haul 5	You may pick up and move objects weighing six times your normal limit
Perk: Perk: Endure 4	Nothing gets you down or keeps you from working.
Perk: Push Onward 2	Usable once per day. Cost: 1000 Stamina or Health. Gain +5 STR, and +5 Universal Mitigation for 10 minutes. Usable a second time for a cost of 2000 Stamina, and a third and final time for 3000 Stamina.

Perk: Sleepless in Seattle 2	You only need 2 hours per day of sleep.
Perk: Tastes Like Chicken 4 (6)	Anything you can chew can be eaten, and counts as tasty food of your choice. A limited amount of magical items can be digested and their effects made permanent.
Heritage Perk: Blessing of Echidna	Thick Draconic Scales equal to +25 x Tier Universal Mitigation
Heritage Perk: Spawn of Typhon	Thick Monstrous Hide: +100 Universal Mitigation
Heritage Perk: Monstrous Royalty	Intelligent Monsters of Tier 3 and above, Legendary Creatures, and all Dragons will recognize your lineage. That won't stop them from attacking or eating you, but they won't mistake you for a mere human.

Spells:	Description
Heal Beasts (Life)	This spell will allow you to heal wild beasts, animals under your control, pets, and other living creatures, including many monsters. Humans, Elves, and other sentient creatures are excluded; they have lots of healers. The beasts have only you! Range: 100', Mana Cost: 100 to 1000. For each 100 mana points spent, you heal 200 health on the target Beast.
Transfer Life Force (Life)	Base Cost of 100 mana to heal 100 health. Additionally, you may use Stamina, Mana or Health to heal others. For each 100 points you expend, you may heal 200 health or replenish 200 Stamina. Bleeding is stopped, but not other negative conditions. Range depends on your bond with the creature. No bound = touch. Close Ally = 50 feet. Bounded = 100 feet. Symbiotic Bound = 200 feet. Maximum transfer is 100 x LIF per round.

<u>Skills</u>	<u>Stat</u>	<u>Level</u>	<u>Start of T4</u>	<u>Gained Experience</u>	<u>P/S/T</u>	
Aspect of Life	LIF	15	10500		Primary	
Scything Talons	DEX	15	10500		Primary	
Jagular	AGI	15	10500		Primary	

Ambush	INT	15	10500		Primary	
Stealthy Stalking	AGI	15	10500		Primary	
Find Prey	PER	15	10500		Primary	
Command Beasts	WIS	15	10500		Primary	
Tame Beasts	CHA	15	10500		Primary	
Lord of Beasts	WIS	15	10500		Primary	
Pathfinding	WIS	15	10500		Primary	
Tracking	INT	15	10500		Primary	
Pet Tricks	WIS	15	10500		Tertiary	
Beast Bond	LIF	15	10500		Primary	
Pain Resistance	CON	15	10500		Primary	
Strong Acid Resistance	CON	15	10500		Primary	
Active Poison Resistance	CON	15	10500		Primary	
Virulent Poison Resistance (4+2= Tier 6)	CON	15	10500		Primary	
Tool Crafting	DEX	3	400		Tertiary	
Tumbling	AGI	15	10500		Primary	
Deception	CHR	15	10500		Primary	
Daemon Slaying	STR	15	10500		Primary	
Strike Undead	STR	15	10500		Primary	
Unarmed Attack: Bear Hug	STR	3	400		Primary	
Fishing	WIS	5	1000		Primary	
Predator Knowledge	INT	15	10500		Primary	
Skinning	DEX	15	10500		Primary	
Hide crafting	DEX	10	10500		Primary	

Scrimshaw	DEX	12	10500		Primary	
Butchering	STR	15	10500		Primary	
Choice Cuts	WIS	15	10500		Primary	
Flensing	DEX	15	10500		Primary	
De-boning	DEX	15	10500		Primary	
Precise Cuts	DEX	15	10500		Primary	
Gopher Hammer	STR	2	150		Primary	
Adze	STR	8	2800		Primary	
Tax Advisor	INT	15	10500		Primary	
